

DMD C120: DIGITAL MEDIA PUBLICATION (INDESIGN)

| Item | Value |
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| Curriculum Committee Approval Date | 12/09/2022 |
| Top Code | 061400 - Digital Media |
| Units | 3 Total Units |
| Hours | 54 Total Hours (Lecture Hours 54) |
| Total Outside of Class Hours | 0 |
| Course Credit Status | Credit: Degree Applicable (D) |
| Material Fee | No |
| Basic Skills | Not Basic Skills (N) |
| Repeatable | No |
| Grading Policy | Standard Letter (S), • Pass/No Pass (B) |

Course Description

In this course, students will explore the fundamental tools and techniques of Adobe InDesign to create professional-quality publications. Through hands-on projects, students will learn how to navigate and customize the InDesign workspace, organize text and graphic elements, and apply essential design principles. Emphasis is placed on developing skills to create and refine documents while understanding the purpose and audience requirements. Students will also gain experience in preparing and exporting publications for print, web, and digital devices, ensuring compatibility and accessibility. No art background required. Transfer Credit: CSU.

Course Level Student Learning Outcome(s)

1. Design and set up publications using industry-standard layout techniques in Adobe InDesign.
2. Create and modify visual and typographic elements in a publication while adhering to design principles.
3. Prepare and export publications for print, web, and digital devices, ensuring compatibility and accessibility.

Course Objectives

- 1. Format text, create vector graphics with InDesign's drawing tools, and import images.
- 2. Use file templates, master layouts, and text-formatting styles to dramatically improve the efficiency of your workflow.
- 3. Use a variety of methods, including XML and shared content, to incorporate the same elements in a series of related layouts.
- 4. Use built-in tools to combine multiple documents into a single book, including managing a table of contents and index that unifies all files in the book.
- 5. Repurpose content for multiple media, including HTML, EPUB, digital PDF, and iPad file formats.

Lecture Content

Exploring the InDesign Workspace Working with design tools Layouts Working with Text Creating and Editing Text Using the Story Editor Typography Type on Paths/Columns/Layout Paragraphs and Columns

Creating and applying Styles Working with Frames Working with Frames Creating and editing text and graphic frames Working with Layers Working with Color Overview of the Color Palette, Fill and Stroke Creating tints, spot and process color Color Management Placing and Linking Graphics Comparing vector and bitmap graphics Working with Clipping and Grouping Paths Alpha Channels Working with Transparency, Tabs and Tables Effects and transparency Importing and formatting tables Updating pages Making Books, Tables of Contents Working with Tables of Contents Maintaining Consistency Preparing Print Options Preparing, Packaging, and Exporting Documents Using Preflight Package Creating an Adobe PDF proof

Method(s) of Instruction

- Lecture (02)
- DE Online Lecture (02X)

Instructional Techniques

A variety of instructional techniques will be employed to encompass different student learning styles. These may include, but are not limited to, lecture, discussion, projects, and small group activities. Instruction will be supplemented, where appropriate, by digital media presentations and resources, guest speakers, and field trips.

Reading Assignments

Students will complete reading assignments from the textbook, supplemental readings, handouts, Internet resources, and any assignments from the Coastline Library.

Writing Assignments

Create design layouts, revision/reflective logs, weekly topic responses, and critiques.

Out-of-class Assignments

Weekly projects demonstrating skills acquired and develop a self-designed project.

Demonstration of Critical Thinking

Planning projects, revisions/reflections, and applying skills learned in authentic projects.

Required Writing, Problem Solving, Skills Demonstration

Troubleshoot errors in documents from industry samples, especially when exporting documents for printing and the web.

Eligible Disciplines

Graphic arts (desktop publishing): Any bachelors degree and two years of professional experience, or any associate degree and six years of professional experience.

Textbooks Resources

1. Required Against the Clock. Adobe InDesign CC 2019: The Professional Portfolio, 2019 ed. 9781946396204: Against the Clock, 2019 2. Required Adobe. Adobe InDesign CC Classroom in a Book (2019 Release) / Edition 1, 1st ed. 9780135262153: Adobe, 2019

Other Resources

1. Coastline Library 2. Course uses Online resources, Open Educational Resources (OER), and Zero Textbook Cost (ZTC) Resources.